

WATER MARKS

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Hoosier Archives was originally a periodic listing of the Diplomacy archives of Walter Buchanan, R.R. 3, Lebanon, Indiana 46052, telephone (317) 482-2824; Archives Director, PDC, and V-P/Treas, International Diplomacy Association. It is now primarily a Diplomacy gazette devoted to articles on good play, demonstration games such as The Grudge Game (1971BC) now in progress, rating systems and game news. Information from the archives is vital for all this and is available to the public as well. Although the archives is virtually complete in at least xerox form, missing undamaged originals are solicited, either for purchase or a loan to permit xeroxing. (See the last archives listing in Hoosier Archives #53 for sizes needed.) Many original spares are now available from the archives; more are solicited so as to make them available to others. A subscription to Hoosier Archives is 15/\$2.00 or 7/\$1.00; back issues are available for 15¢ apiece (20% discount for all available). Ask for #73 to get a list of all articles through #74. This is Albatross Press publication #86.

INTO THE ARCHIVES NO. 37

Since Doug Beyerlein's fine article in Hoosier Archives #62, it appears that tactics isn't "Diplomacy's Forgotten Child" any more! With this issue we present another article on tactics by another fine tactician, Len Lakofka. Len is currently playing Austria in the Grudge Game and his tactics have gotten him out of many a tight spot.

BASIC TACTICS OF DIPLOMACY by Len Lakofka

Much lore and riddle has been introduced into the Diplomacy literature of how to attack, what openings are available to each country, how alliances should be formed and nurtured. Yet basic tactical procedures in Diplomacy follow the simple rules of army tactics. Goals are best achieved through the following of these rules and devices for good tactical play.

1. Utilize the full intercooperation capability of your forces. Embarking upon a two- or three-front war with just a few forces (including those of an ally(s)) is folly. You can not produce the second major tactical objective.

2. Secure your gains. Move up reinforcements as rapidly as possible and block the holes in your lines. Don't allow your spearheads to be cut off and destroyed.

3. Attack your opponent's weak points. Do not crash into a brick wall you opponent has set up in front of you. Always move so as to increase your attack potential or "mix" for subsequent moves, e.g., if you were Austria and were preparing to attack Germany, which non-supply center(s) would be most valuable? Silesia is correct. It attacks Berlin and Munich. Bohemia, Prussia and Tyrolia attack only one supply center. In each move, try to gain a position from which great mobility is afforded to you.

4. Spearhead and break through a line even if the piece(s) will be destroyed later IF you can require an opponent to use 2 or more pieces to each of your pieces AND he will have to weaken his line to do so.

5. Boldly attack a line that is just forming in hopes of breaking it before it takes shape. If you let an opponent casually erect a string of fortification, don't be amazed when you can't break it later. You often must resist the destruction of a few alien pieces to resist the formation of a solid defense elsewhere.

6. When you are met by doom, attack and infiltrate, abandoning your homeland if necessary! Such a bazaar tactic seems alien to the logical line of play, but reconsider. If your opponent knows where you are and can put his heel on you, he will crush you. If you evade him and make life miserable for him, you may actually survive, e.g., as Germany you are beset by English pieces landing in the lowlands. Your fleet in Helgoland can attack Denmark or Holland in the spring. If you can, forego both and go to the North Sea if it is open! From there you can drive England wild and gain the wedge to have him grant your survival.

Now, let's look at some exact procedures and examples:

A. S04--Germany: A Tys, A Gal, A Mun; Austria: A Bud, A Tri.
What is the best German attack? A Tys and A Gal S A Mun-Kie! Regardless of what Austria does, you capture Vienna for sure in the fall.

B. S04--Italy: A Tus, A Pie; Austria: A Tri, A Bud, F Adr, A Gal
What is the best Austrian attack? F Adr C A Tri-Apu, A Bud-Tri, A Gal-Vie. (A Gal mentioned as the defense of Trieste could be questioned if A Tus-Ven, A Pie-Tyo.)

C. F04--England: (owns: Lon, Edi, Nwy, Dan) F Sam, A York, F Nwg; Germany: F Hol, F Eng, A Ber, F Bel; France: F Nth

Can the French-German axis be sure of taking a center from England? Yes! F Nth-Dan or Nwy, F Bel and F Hol S F Eng-Nth!, A Ber-Kie. The French fleet takes a center directly or by dislodgment.

D. S04--Germany: (owns Kie, Mun, Ber, Ven, Vis) A Pie, A Ven, A Vie, A Boh; Austria: A Tri, A Bud, A Apu, A Ser, A Alb; Italy: civil disorder, A Tus, A Rom

What attack nets the Austrians the best results? Here you have no sure way to capture a German center but you can play to outguess and outmaneuver him! A Apu-Yen, A Bud-Vie, A Tri-Tys!, A Ser-Tri supported by A Alb. If Germany misguesses, he is doomed, as Tyrolia can aid against Venice or Vienna or attack Munich and a center can be taken for sure if Tyrolia is reached.

This is an example of "mix." If Austria attacks Venice and Vienna, Germany can do nothing if they hold in place with support, but Germany has to guess if Austria will attack or will develop his pieces for a sure capture in the fall.

E. F01--France: A Spa, A Bur; Italy A Pie
What is France's best move to keep Marseilles open so he may build there? A Spa-Mar, A Bur-Mar. Can Italy offset it? A Pie S French A Spa-Mar! Note France not only blocks Marseilles but does not get Spain either.

F. S06--Germany: F Edi; England: (owns: Liv, Nwy, Hol, Bel, Lon) A Lon, F Nth, F Bel.
Can England regain Edinburgh for sure and keep everything else? Yes. A Lon-Yor, F Nth-Nwg, F Bel-Nth and then in the fall he will have 2:1 even if Germany moves F Edi-Yor or Nth or Nwg. If Germany moves F Edi-Cly, then England moves A Yor-Liv, F Nth S F Nwg-Edi.

THE GRUDGE GAME ANALYSIS (Fall/Winter 1905): Risk Brooks, (R.R. 1, Box 167, Fremont, Indiana 46737); comments are invited.

The question is no longer, can France be stopped, but can France finish the game this year? Denmark and Kiel are his when he wants to take them. Sweden and Naples can be lost as can Berlin. Italy doesn't seem to be inclined to fight for his supply centers, but Russia could be a different matter. RA Finland (S) RF Norway to Sweden and RF Norwegian to Norway will either dislodge FF Sweden or prevent France from moving up his fleets. Supporting FF North Sea to Norway while hitting Norwegian and Sweden last fall could have gotten another French fleet in striking position.

RF Norwegian to North Sea would cut the possible support of FF North Sea for FF Sweden to Norway and assure the dislodging of FF Sweden. It does risk FF North Sea to Norway and FF English Channel to North Sea. In the fall, FF Denmark (retreated from Sweden) (S) FF Norway to Sweden would either retake Sweden or get dislodged into St. Petersburg. Or even hold Norway. FF Edinburgh to Norwegian in case of RA Finland to St. Petersburg and RF Norwegian (S) RF Sweden to Norway would then result in RF Sweden being dislodged into the Baltic. FF Edinburgh to Norwegian combined with FF Norway (S) FF Denmark would assure that either FF Norway would hold or be dislodged into St. Petersburg. RF Sweden to Baltic would lose Russia a center.

Naples can be taken by IF Tyrrhenian (S) IF Rome to Naples and IA Apulia to Venice. Austria is unlikely to support Italy back into Venice so FA Venice to Rome would go and FA Piedmont to Venice would block out Italy. Holding Rome or retaking Naples in the fall would be a matter of outguessing Italy. FA Piedmont to Tuscany would be a good risk if FA Munich moved to Tyrolia. Berlin could be taken if Germany helped Russia or if FA Munich didn't support Berlin and Russia risked leaving Warsaw open. The removal of GF Denmark does allow Russia to have a go at Sweden.

In purely tactical terms, France can be defeated yet. In practical terms, forget it. Germany is intent in gutting either Russia or Austria. Austria and Italy are at each other's throats, and Turkey has problems getting at France. Which leaves matters pretty well up to

Russia. Smyrna is good, but no player is good enough to withstand 3 to 1 odds from even a passable opponent.

Germany could be going after Austria with GA Galicia (S) GA Bohemia to Vienna. AA Budapest almost has to support AA Vienna as FA Venice to Trieste would cut any support AA Trieste could give Vienna. Or GA Bohemia and FA Venice (S) FA Piedmont to Tyrolia could cost Austria a center in the fall. But Italy or Russia could cut supports. Italy even might dislodge AA Bulgaria into Serbia in the spring where it could support Trieste.

Austria has a number of decisions to make. AA Bulgaria can only be supported by AF Aegean. Turkey and Italy have 3 units on Bulgaria. If Italy chooses to hit with all three, he risks AF Aegean to Smyrna. Austria can outguess supports by moving AF Aegean (S) AA Bulgaria to either Greece or Constantinople. Austria could stab Russia and move AA Budapest (S) AA Bulgaria to Rumania along with AF Aegean to Smyrna. This concedes Bulgaria and risks Vienna. AF Aegean (C) AA Bulgaria to Smyrna would be troublesome if it went. IA Constantinople to Smyrna risks the loss of Greece or Constantinople. Italy's choices are as hard as Austria's.

But Germany may well keep after Russia as he is the one player free to oppose France. GA Galicia to Ukraina probably won't be blocked as Russia may not care to leave Rumania open and risk moving out of Sevastopol when TF Black Sea might move in. If GA Bohemia to Galicia goes, Germany would have two units to hit either Rumania or Warsaw.

France has a good move set with Germany: FA Berlin to Prussia, FA Munich to Silesia, FA Ruhr to Kiel, FA Belgium to Ruhr, GA Galicia to Ukraina, GA Bohemia to Galicia, FF North Sea to Denmark, FF Edinburgh (S) FF English Channel to North Sea and FF Sweden to Norway. If FA Berlin is dislodged, FA Munich will move to Silesia and Munich will be open to retreat to. In the fall, FA Munich, FA Kiel, and FA Silesia can retake Berlin. If the Russian armies fall back to cover Warsaw, he will lose it. If only one army drops back and Russia blocks Galicia or Ukraina, he can hold Warsaw. But Rumania is still a worry. Germany could support TF Black Sea in if nothing else offered itself.

France's moves in the north are pretty clear, but his moves in the south depend on Italy. FF Brest to Mid-Atlantic and FF Marseilles to Lyon can guard against Italy's moving west with his flanks. If Italy gives up Rome, France should be up to 17 centers. If he can retake Sweden or take Norway, Warsaw or Trieste, he has 18 centers and the game.

I'm rooting for him. Two week deadlines are especially bad when you have to work on everyone's moves.

THE CALHAMER POINT COUNT RATING LIST BY COUNTRY: RUSSIA

3,200 Doug Beyerlein*	1,000 Jeff Key	1,000 Mehran Thomson
2,000 Tom Eller	Bob Kinney	Buddy Tretick
Charles Turner	James Latimar	Brenton Ver Ploeg
1,500 Conrad von Metzke	Paul Leitch	Norman Kirkham
1,167 Edi Birsan	Don Miller	.500 Rick Brooks
1,000 Peter Ansoff	Derek Nelson	Bob Johnson
John Behsara	Eric Nelson	John Koring
Peggy Bowers	Brad Payne	.450 Larry St. Cyr
Randy Bytwerk	Larry Peery	.333 Ken Levinson
James Dygert	Brume Pels	Red Walker
Mike Goldstein	Andy Phillips	.250 Hal Naus
Thomas Griffin	Gene Proemitz	.200 John McCallum
Ed Halle	Charles Reinsel	
Glen Hertz	George Scheiz	
	John Shutaleck	

*NOTE: It should be pointed out that Doug Beyerlein has amassed more points playing Russia than any person playing a given country. Doug is therefore to be heartily congratulated. So if you ever get into a game where Doug is the Tsar, watch out!

GAME OPENINGS

The following is a partial list of Diplomacy game-line editors believed to currently have game openings in their areas: (note: R denotes regular games and V denotes variants)

8. Ray A. Bowers, Jr., 625 Evans, Kirkwood, Mo. 63122 (R, "girls" game!)
10. Steve Cooper, 3073 S. Buchanan, B-2, Arlington, Va. 22206 (R)
20. Leonard Lakofka, 4970 N. Marine Dr., Apt. 525, Chicago, Ill. 60640 (R)
25. James Massar, 127 N. Emmons St., Danmore, N.Y. 12929 (R,V)
32. Tony Fardin, 10406 Shaker Blvd., Cleveland, Ohio 44104 (R)
36. Andrew Phillips, 128 Oliver St., Daly City, Calif. 94014 (R,V)
38. Lewis Pulsipher, 423 N. Main, Bellevue, Mich. 49021 (V)
44. Chris Schleicher, 5122 W. Carmen, Chicago, Ill. 60630 (R)
50. Conrad von Metzke, Grendel Press, PO Box 8342, San Diego, Calif. 92102 (R)
52. Bob Ward, 8665 Florin Rd., #176, Sacramento, Calif. 95828 (R)
55. Charles Welsh, 6917 Cherry Lane, Annandale, Va. 22003 (R)
56. Stan Wrobel, 7 Poland Village Blvd., Poland, Ohio 44514 (R,V)
58. Edi Birsan, 48-20 39th St., Long Island City, N.Y. 11104 (R)
62. Mark Weidmark, 528 Park Crescent, Pickering, Ontario, Canada (V)
64. Paul Wood, 24613 Harmon Court, St. Clair Shores, Mich. 48080 (R)
65. Joseph Antosik, 3637 Arden Ave., Brookfield, Ill. 60513 (R,V)
67. John Boyer, 117 Garland Drive, Carlisle, Pa. 17013 (R)
70. Karl Pettis, 2250 NW 20th Ct., Gainesville, Fla. 32601 (R,V)
- * David Hunt, 217 E. Front St., Adrian, Mich. 49221 (R, novices only)

GRI PRESENTS

The following potential players have written during the last 2 months in response to the new GRI flyer and asked that their names be passed on to Gamesmasters with game openings.

- John R. Post, 5116 Meadow Ridge, Edina, Minn. 55435
 David Ayres, 2214 E. 3rd, Spokane, Wash. 99202
 Charles T. Medlin, 1800 Alta Vista, Vista, Calif. 92083
 David L. Williams, Jr., PSC Box 2061, March AFB, Calif. 92508
 Dennis McKinney, Box 81, Howick Hall, Muncie, Ind. 47306
 Mark Harrison, 5422 Beechnut, Houston, Texas 77035
 Mike Brennan, 505 Marick, St. Louis, Mo. 63119
 David R. Felton, 615 Hollywood Pl., Webster Groves, Mo. 63119
 Wilhelm II (?), 14101 121 Ave. NE, Kirkland, Wash. 98033
 Darrell Waldron, McBride Road, Edmore, Mich. 48829
 Charles C. Sharp, 133 West Fairmount Ave., State College, Pa. 16801
 Michael J. Gray, 7910 Village Trail Dr., Dallas, Texas 75240
 John C. Lepire, R.R. 1, Box 77C, Montrose, Minn. 55363
 Tom Henricks, 7310 Elberton Ave., Greendale, Wis. 53129
 Lowell White, 228 Brookside Drive, Flushing, Mich. 48433
 David Staples, R.R. 1, Box 120, Fargo, N.D. 58102
 Frank Fariello, 61 Franklin Ave., Rye, N.Y. 10580
 Michael M. Lariton, 10 Mandy Lane, Rochester, N.Y. 14625
 Robert Arnett, 3914 Shelley Road, Huntingdon Valley, Pa. 19006
 Dennis Corbin, 117 J. Avenue, Nevada, Iowa 50201
 Patrick D. Walker, 3805 Bennett Dr., #11, Indianapolis, Ind. 46254
 John S. McBride, 3324 S. 18th St., Sheboygan, Wis. 53081

DIPCON V will be held at the Sherman House on Clark and Randolph in Chicago, July 22 and 23, 1972. Diplomacy fans will be treated to a 49-player Dippy Tourney, OWWII Tourney, seminar for beginners on the Strategy and Tactics of the game, a general business meeting at 9 PM Saturday, and the Presentation Dinner and speech by Allan Calhauer, plus all the Wargaming you could possibly want! Contact Len Lakofka, 4970 N. Marine Dr., Apt. 525, Chicago, Ill.

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